

See
reverse
side for
instructions

Ishido™

The Way of Stones



ATARI

LYN X

VIDEO GAME CARD • CARTE DE JEU

ATARI®

Ishido™

The Way of Stones

OUT OF THE DEPTHS OF HISTORY...

Out of the depths of history comes the beautiful and ancient game of Ishido, a puzzle requiring skill, strategy, and deep concentration. Using 72 decorated stones on a board of six squares, try matching symbols and brilliant colors. Meditate carefully over each move and you may find the Ishido 4-Way Match will Unite the Oracle. The Oracle provides wisdom to guide you down the sacred Way of the Stones. To begin, expand the six objective stories while emptying your pouch of stones and you will become a legendary Master. Do you believe the power of stone is the Way of the Stones of your life? You will find the Ishido is more than a mere game; it's a way of life.



GAME OPTIONS

You can play Ishido by yourself in Solitaire mode, or invite your best friend, another player or the Lyra in the Challenge or Tournament modes. Two players can also work together to complete the puzzle in Cooperative mode.

In **Solitaire mode**, the player plays alone trying to beat his or her previous score. If you select Solitaire, the option "Pawns: #1 Computer" from the Game menu, you can watch the Lyra play a solitaire game.

In **Cooperative mode**, you and a partner take turns placing the stones. You decide the turn play in either player 1, player 2, or both players, if you want. Or you can play with a friend. The object of this game is to work together to complete the puzzle. In this mode, you earn a single team score.

In **Tournament mode**, you can play against as many opponents around world with! With each player being a turn to solve the puzzle. Each player plays an identical game, with the same numbers, stones and the same starting hand. Each player can accumulate a score. If you select "Pawns: #1 Computer," the Lyra will also be a sum in the tournament. To increase the challenge, add time limits of from 1 to 60 minutes. After each player completes his or her turn, select New Game from the Game menu to begin the next round.

In **Challenge mode**, you take turns with another player for the Lyra. Each player tries to outdo the other while both players work to solve the same puzzle. If you play against the Lyra, select either "Pawns: #1 Computer" or "#2 Computer," depending on whether you want the computer to take the first move or you want the last move.

PLAYING THE GAME

The object of Ishido is to cast 72 stones onto the board, creating as many matches as possible. To place a stone, place the pointer on the square in which you want to place the stone. A stone can only be placed in a match either the color or symbol, or all adjacent stones. Stones can be placed above, below, left, or right of adjacent matching stone. Stones cannot be placed diagonally. A move can be taken back with a press of the **B** button, but only the last move may be taken back without disqualifying your game from entry on the High Score. No

LEGAL 1-WAY MATCHES



MATCH OF SYMBOLS MATCH OF COLORS

2-WAY MATCHES



LEGAL 2-WAY MATCH

ILLEGAL 2-WAY MATCH



Ishido The Way of Stones



GETTING STARTED

1. Insert the Ishido game card and turn on your Lyra. Lyra is instructed in your Lyra Manual.
2. Press **A** or **B** to choose the Test screen. Then press **Start** to begin.
3. Press **A** or **B** twice to choose the Ishido game.
4. Press **A** or **B** once to choose the Ishido game.

Ishido The Way of Stones



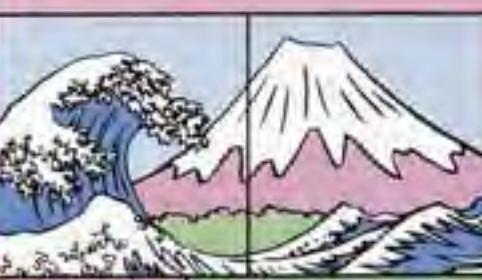
5. Press the square on the board and press **A** or **B** until the desired moves are chosen.

6. Move the pointer to the Move button and press **A** or **B** to make the desired hand selection. There are four moves: Roll (horizontal), Column, Row, and Diagonal. Select a desired hand. Game begins.

7. Move the pointer to the Undo button and press **A** or **B**. The Undo button allows you to choose the other piece that you just moved. The Undo button is located in the bottom right corner of the board.

8. Move the pointer to the Game button and press **A** or **B**. The Game button allows you to choose the other piece that you just moved. The Game button is located in the bottom right corner of the board. You will be prompted to enter the number of moves you want to make. Enter the number and press **A** or **B**. This returns you to the Main menu.

9. When you are ready to begin, position the pointer on the Start Game button and press **A** or **B**.



THE BOARD

The first key to playing Ishido is to understand the board. The board contains 48 squares and is divided into two areas. The outer edge of the board (the six rows) is called the Beyond. No points are awarded for matches made in the Beyond. The central center of the board is called the Within. Here is where most of the action occurs. The game starts with two stones in the center of Within and one stone in each corner of the Beyond.

At the end of the board are the touchstone, the checkerboard, and the pouch. These stones reveal the stones that must be placed. The scorecard shows the player how many stones have been placed. The pouch shows the number of stones left to play.



3-WAY MATCHES



LEGAL 3-WAY MATCH

ILLEGAL 3-WAY MATCH

3-Way Match Options: When you match your stones with three adjacent stones, the stone must match either the color of two stones and the symbol of the third, or the symbol on two stones and the color of the third.

